



## BORIS THE SPIDER

*A Journal of Duplicitous Deeds,  
Ruse Power, and Naked Greed*

*"Oh, what a tangled web we weave  
When first we practice to deceive!"  
- Sir Walter Scott -*



VOLUME 01, #4

19 Apr 98

### BORIS RETURNS TO THE BOARDSE

Boris got the role of Col Fulper in the local production of "Hecuba". This book precludes a write to DREDCON and makes early return of orders highly suggested for the next two months.

"James Wood" should read next time, making another two pages available for readers. So far no game has reached a quorum although Titan might have if we had agreement on which "XX" to do. I'll be polling the player's by e-mail this weekend. HISTORY OF THE WORLD has 8, but the CBT is one of them. DAVE is one player short. TITAN is two players short, but we could start it under my "First game played here must not be at capacity" Policy. Now where did I put the plus factor?

**STANDBY ALERT:** This month's opportunities lie more in opening games, but

"Dane X2": France

ADVANCED-CTF: Ilyth has resigned. Egypt needs her Fantasy has orders.

STELLAR CONQUEST, "Willem T Riker": prefer e-mail player

Interested parties should send in orders for each position they are interested in. If the present player again fails to submit orders on time, a random drawing will be held.

### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** Tolstoy ... teaches people to accept reality, with wonder and admiration, not to mention deep joy and awe that the natural order of things belongs to the true natural.

-- Lisa Helmer

I worked my obligation here for AnticsCon 09 Jul - 2 Aug 98, Hunt Valley, MD Saturday and made room reservations Tuesday at the Cus rate for Wed through Saturday night. Paul Saunders is prospective roommate #1, but could still use two more if he can't make #1.

Wayne "Disaster Magnet" Morrison's address has changed due to rumpus / reorganization / whatever. Need him some mail protesting his treatment of Ma Nae to Fortgo's "Frank Rizzo". He'll appreciate any nothin' from the land of the free.

Heath Gardner is starting a new e-mail Dig site, *Neima Equinox*, and the sub price can't be beat -- free. To sign up, e-mail him at [hmgardn@midwestnet.com](mailto:hmgardn@midwestnet.com) and put "NE" as the subject.

### BOOK & BUDGET

This month's Madame Bolden Press Excellence Award (and free travel pass to New Puyling for his Budget Bugle article in "Dane X2").

This month's Ma Nae Super-Saturday Bomb is lobbed at Matt Martason for his double NME.

**PERSONAL COMMUNICATION HERE (maybe):**

**Deadline for most games is Noon CDT 9 May 98**



Spring 1987

**MIRKWOOD:** The French Government has gone into confusion, but the other powers just seem to be tracking them. The quiet before the storm perhaps?

#### TROOP MOVEMENTS

Italy retreats F EAS to SYR. Russia retreats A VIE to DOB. France is NER. Italy disbands F SYR. Turkey builds ANK.

**ENGLAND** (Anderson): 1A 5AP-Mos, F NAI-Mid, F Ke-Gal, F Mv-Hal, F Eng C A Wd-Hal, 1A Wd-Hal, F Epl S F NAv-Mid, A Des-Rie, F Ion S F Eng.

**FRANCE** (Macintosh): **NER:** A Bel-Hal, F Mid-Hal, 1-777, A Durb, A Max-Hal, A Pie-Hal, F Ber-Hal.

**GERMANY** (Yuck): 1A 5A-War.

**ITALY** (Whore): A Tr-H A Vn, A Tr-H A Tr, F Ad-H A Tr, F Nap S F Ion, F Ion H, 1A Vn S FRE A Max-Bob-Hal.

**RUSSIA** (Pabst): A Bob-Gal, A Durb-H, A Ser-Nib, 1A Mos-War, F Cos-Ang.

**TURKEY** (McCabe): F Eng S F Eas-Gyr, F Gyr S RUS A Ser-Aib, F Eas-Spr, A Rum S RUS A Bud, A Ask-Cos.

Orders in brackets full; amb = ambiguous order; d = unit destroyed due to lack of valid retreat; imp = impossible; nan = unit not so ordered; nap = no such place; nsa = no such unit; oth = off the board; oth = unit on the move; ul = unit unordered.

French F MED must retreat either oth or to GAG, NAF, POR, SPANci, SPANci, or WES.

Don and Eric see the retreats and orders for Fall 1987.

#### EMBASSY DEBT

England to France--I'm looking YOU up? You are the one who made out what each of us was to get. And you knocked England. I am retaining the favor. Thank you for stabbing Italy, by taking M/V away from her help.

England to Austria: By Peter.



## WBR NOW! Coup in Turkey!

Spring 1981

# XII

1979

**MINOR MORGUE:** The carnage begins. Kyrle chooses.

### TROOP MOVEMENTS

**AUSTRIA** (Fryings): A Bud-Ger, A Vio-Bud, F Tri-Alb;

**ENGLAND** (Chacklers): A Lpl-Edi, F Edi-Nig, F Los-Nth;

**FRANCE** (Boysen): A War-Spa, A Par-Pic, F Doc-Mid;

**GERMANY** (Fahert): A Ber-Ric, A Man-Rab, F Ric-Pel;

**ITALY** (McCabe): A Rom-Ves, A Ves-Pic, F Nap-Ion;

**RUSSIA** (Fowblet): F Sil-Pic-Bot, A Mos-Sen, F Sen-Flan, A War-Ger;

**TURKEY** (Anderson): A Cam-Bul, A Ray H, F Ash-Elis.

Due real time are orders for Fall 1981 and Fosse. Mr Nae wants Press! Note that the NMR Harbrace has been temporarily replaced by the person he bumped to get into the game. He may realize the position if he but submits orders next time.

### EMBASSY BEAT

German Imperial Radio: Berlin, Germany — In response to unrest and ashes rattling in Europe the Kaiser announced a goodwill tour of the High Seas Fleet to begin in Holland and the low countries. In major metropolitan areas the Army and Navy are in resolute march for the rush of the great march of Germany, eager to serve in so grand a gesture as preserving order and peace in the center of civilization. In a show of support the Imperial Army is honored to accept the invitation of the Dutch government and participate in joint maneuvers this spring. At home the Army is also supplying manpower to the industrial areas on the Ruhr Valley to help workers and management get more production and better products and help Germany lead Europe economically as well as militarily and governmentally. The Kaiser himself pledged support to his kin in England and Russia and to our Germanic brothers in Austria. (Next time we'll think up thing good to say about the dogs and eye-bags and what's that the Latines call the orientals...Wags? No Sir, I believe that refers to Indians...You did turn the microphone off, did you not? The little switch thi

France - England - Best wishes brotherhood.

France - Germany - Best wishes brotherhood.

France - Italy - Best wishes charismas.

France - Russia - Best wishes brotherhood.

France - Turkey - Best wishes brotherhood.

France - Austria - Best wishes brotherhood.

### BURIN WORLD PRESS REVIEW

**Indepent Bagle:** Another assassination attempt against our beloved Archduke was thwarted yesterday. For the sixth time in six days our fearless leader's sixth sense saved him. The towns of assassin, all dressed in black and robed as six Hindu Sikhs, each emptied their six-shooters into the Archduke's line—but the Archduke, suffering from a sick stomach, was doubled over and wretching at the time the shots were fired. Though now shot did graze his forehead the wound was not life-threatening as many have rumored. The Archduke claims that these repeated attacks are all being directed and bankrolled by foreign governments. He's promised that he will personally cut out the spleens of the persons responsible.

**Venus View:** The Venus hospital has reported the development of a radical new technique for weight loss. The procedure, called a splanchnectomy, is performed under general anesthesia and is absolutely free of charge! Come on in and give it a try!

### CLASSIFIED

This place of reality has great distinction and other constants. Join the local chapter of W.I.W. to save the world if not simply your worthless life.



# BALKAN WAR VI Serbia Sided!

1997U  
pb08

Fall 1912

**CLIFFHANGER:** The Serbs this time that is sticking into the jaws of oblivion, not Albania for whom a recent BOF led them to his battered battalions. Turkey has regained her former position at the cost of one of her tribal colonies. Greece joins Romania in the ranks of the first rate powers while Bulgaria starts slipping back into obscurity.

## TROOP MOVEMENTS

Bulgaria: F ZMEI retreated to MANNA. Serbian A VAPRA retreated to NOLEONE.

ALB (H Wilson): F NKS-MON, 1A Ska-Tajr-777.

BUL (Krandenbert): F MAM-Ang, F EMS-Cyp, 1A Plo S TUR A And-Vardrac, 3 Tir S A Plo.

GRE (Nicks): A Val S A Sol-Sko, A Sol-Sko, F SMS-Sko, F Car S A Val.

RUM (Nadenkov): A Del S ALB F NKS-Mon, A Bos H, F NKS-Dub, A Sol-Nis, A Tir S A Del, A Var S F NKS-Dub, A Car S A Sol-Nis.

SEE (St-Cadet): 1A Nis S A Mon-Bello-777, 1A Sol-Dub, 1A Tir S ALB A Skobetac, 1A Mon-Bello-777.

TUR (Faham): F Ili H, F Sng S A And-Corn, A And-Corn.

Orders to brackets: Sol - leap = impossible, no = not so ordered, no = no such unit, orb = all the board, r = must retreat to, u = unordered.

Albania: A SRO must retreat either orb or to MNC or BOF. Serbian A MON must retreat orb or to SEE or MTJ. Serbian A NIS must retreat either orb or to CLE or MTJ. If both remaining Serbs are ordered to MTJ, both are eliminated instead.

## SUPPLY CENTER CHART:

ALB: -Tir -Val Tir -Sko -Mon -orb71	(3/5) Even *
BUL: Plo -Sng -Ili Tir -Cyp	(1) Tir 1
GRE: Ark Sol Sng Car -Sko -Rim -Val	(7) Bul 3
RUM: Car-Corn Del Cle Dub Bos -orb71 -Del -Nis -Var	(10/11) Bul 5/2 **
SEE: -Sol -Nis -Mon -Var -Tir	(1) Tir 2 ***
TUR: Car -Sko Hal -Ili -Sng	(4) Bul 1

\* May build 1 if A SRO r-orb or r-BOF.

\*\* If Albanian A SRO r-BOF, may only build 2, otherwise build 3.

\*\*\* Need tir only 1 if A NIS r-orb and A MON r-orb.

Due next time are retreats and orders for Winter 1912/13 and Spring 1913.

## EMBARRASMENT

Turkey to the world: looks like he sacked us all, huh?

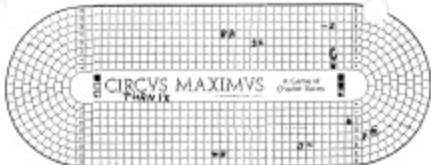
Albania to Greece & Serbia: OUCH!!!

Albania to everybody except Greece & Serbia: HELP!!!

Romania to Albania: Why the move to CRO -don't trust me?

Romania to Bulgaria & Greece: Hello, anybody home. I can't fight Serbia alone.

GM to ROMANIA: Heavens, 9 or 10 units can't take 1 without help?



### DANDY'S TRAMPLED

COLOR	COLOR	DRIVER (CDR/DG)	CART	Whip	Wheels	TEAM	END	Speed	DVE
4-1	Red	Roadie Al-Ghal (+2/8)	L	y	0/0	7338	10	23	2/1
6-1	Black	Joseph (+3/10)	M	y	0/0	5434	33	19	1/1
8-1	Blue	Barbarkus (+2/10)	L	x	0/0	6445	32	21	2/1
12-1	White	Flippus Maximus (+1/8)	M	y	0/0	5443	23	17	1/1
22-1	Green	Dartius Dumbus (+0/5)		y					1/1
247-1	Yellow	Woo Hung Lo (+2/8)	H	y	0/0	3323	5	14	1/1
	Brown		.			6433	30	16	1/1
	Purple		.			6435	30	16	1/1
	Green		L		0/0	7436	39	20	1/1

*Err 474:* Mutsalga's team only had a speed of 18 so is one square back. FM had a net speed of 13 (19-6-2=13, not 22 so is one square further.

### TURN 16

**WON HUNG LO:** 14, no whip. Ahead 3, out 1, ahead 4, attack Joseph cart/horse. Joseph evades (7-2 vs 11-2): use 1 HP. WHL follows and attacks again. Joseph evades (8-2 vs 11-2, -1 MP). WHL follows and attacks again, since he can't evade due to the wall. Joseph (5-2 = 9 = 2 injury pts to #1 horse). Ahead 1.

**SANTORRE:** 21, no whip. Ahead 1, corner strain @ 1 over: 12-2 = 10 = OK, -1 END. Ahead 17, attack R Al-Ghal cart-horse. RAG breaks (8-2 vs 11-2, -2 END). Ahead 2.

**PURPLE Team:** 18. Ahead 16, out 1, ahead 1.

**PURPLE MANUS:** 17, no whip. Ahead 7, trample D Dumbus (lose 2 MP), ahead 8.

**GREEN Team:** 20. Ahead 1. Corner strain @ 5 over: 6 = OK, -5 END. Ahead 19.

**BROWN AL-GHAL:** 17, no whip. Ahead 17.

**BROWN Team:** 16. Ahead 16.

**JOSHPH:** 18, whip(1): -1 END = 10-2(wh-2) = 15. Ahead 4, in 2, ahead 7.

Over next three are orders for Turn 17. These should include the usual: speed, whether to whip or not, when to attack and how if the opportunity arises, to break, evade, or take it if attacked, and what here to finish it if possible. Orders for Woo Hung Lo still be randomly chosen from those scheduled except that BR, N, & DG have priority.

### PHSS:

Flippus overheard muttering to himself. Dog gone crazy drives around here! Just they think I'm their loyal horses and then they can't even keep their stupid carts from swerving into my horses! I swear, I'm gonna strangle Maria just as soon as I can find where that stupid milk camp is...

Joseph throws back his head and laughs as he flies past the crowds and ahead for the next corner.

**Dartius Board:** Hack me - slash me - Ape - sounds like a old D+D game I used to play.

**GM to Dartius:** D+D is more complex than CM.



**EXX/TA** Paris began with 2 cards and ended with 5. I misinterpreted the Arise card. Paris got one extra strength point on the attack so needed 1 less on each, however, I forgot to factor in the wildlife strength on three of the attacks so that evened out. Not is that Paris had 21 left and they were used to conquer St Gall (2.8+1.4) and Toulouse (2.8+1.3). Genoa ended with 800H and Venice with 44.

#### T/NE L/ST (in tie-break order)

LONDON (Farrow): 695, 28, 0M, 5C, Gal-2

BARCELONA (Fruite): 888, 3K, 0M, 11C, Gal-2

ADV: A.J

GENOA (Delaney): 8108, 1K, 0M, 5C

VENICE (J Burgender): 644, 4K, 0M, 4C, Gal-2

ADV: I

PARIS (Coadwester): 872, 3K, 10M, 11C, Gal-2

#### T/NEV/LR: Token Buy

Venice buys 26. Genoa buys 75. Paris buys 385. Barcelona buys 175. London buys 245. Venice ignores the Wool shortage and Metal surplus.

#### T/NEV/LR: Card Play Phase

Venice plays no cards.

Genoa plays "Disrupts Engineers".

Barcelona plays "St. Benedict" and place 94 for patronage protection and plays "Wishes the Perseides" and place 610 for patronage protection.

Paris plays "Faction" & "Blame". Venice, Genoa, Paris & London go to 40 Money; Barcelona earns 20 Money. Paris earns 89, Venice & Genoa earn 84.

London plays "Rebellion" to reduce Toledo to 17. Plays "Wool"; London collects 800 and Barcelona collects 918.

#### ST/PLS

VENICE (J Burgender): 645, 4K, 40M, 5C, 21, Gal-2

ADV: I

GENOA (Delaney): 8105, 1K, 40M, 5C, 71

BARCELONA (Fruite): 875, 3K, 50M, 10C, 171, Gal-2

ADV: A.J

PARIS (Coadwester): 868, 3K, 40M, 11C, 181, Gal-2

LONDON (Farrow): 9112, 0K, 40M, 5C, 241, Gal-2

#### JCRH

B: C @ Alg, Bst, Bsq, For, Gns, Lta, Svc, Sst, Vld, WAF; 17 @ Sol

G: C @ Ph, Dns, Mss, Nsp, Rms; 17 @ Cal

L: C @ Cbc, Edt, Lss, Wst, Yoc; 17 @ Cst, For

P: C @ Bst, Bst, Bst, Cal, Dp, Lgo, Mss, Nat, Par, Sst, Str; 17 @ Sol, Tou

V: C @ Dns, Mss, Yoc, Yoc; 17 @ Bst, Bst, Bst

Due next time are Turn 3 Purchase & Expansion Phases.

Your cards (Karten) are:

**LEGEND:** B = Barcelona, C = Established Market (owned card), e = new market (wildie card), G = Genoa, Gal = gallery, K = cards, L = London, M = money level, P = Paris, T = established token, I = new tokens, V = Venice.

GM - Mark Frick

Turn 3 - Token Allocation &amp; Card Play

Correction Notice: Hamburg had majority of Metal with two holdings, thus earned a bonus card. This card distribution corrects the shuffle of the cards at the special 1 card deck into special 2. I forgot to list Paris' advance purchase of "T" from Turn 1B on last report.

Player Holdings (in Capital Choice order):

VENICE (Burgundist) 85G, 3K, 50M, 6C

BARCELONA (Craudenstein) 66G, 5K, 50M, 10C

PARIS (McCabe) 88T, 4K, 40M, 7C

GENOVA (Osborn) 89T, 2K, 50M, 7C

HAMBURG (Copeland) 68G, 3K, 50M, 9C

LONDON (Baldwin) 88G, 3K, 50M, 7C

Turn 3: Shortage of Metal and Surplus of Goods

Token Allocation (and turn order): London buys 3c (1c); Hamburg buys 3c (2c); Paris buys 3c (2c); Genoa buys 1B (1B); Venice buys 20c (50c) and Barcelona buys 25c (10c). London passes on Shortage/Surplus removal.

Turn 3c: Card Play

London: plays "Walter the Proudless" - 1st Leader for London

Hamburg: no card play

Paris: plays "Bliss" - +89 Paris, +54 Venice & +81 Hamburg and plays "Alchemist Gold" on Barcelona - 92G gift to the Poets Gold fund.

Genoa: plays "St. Benedict" (no protection money)

Venice: plays "Thomas Knight" (no protection money) and "War" - +87 Venice &amp; +87 Hamburg

Barcelona: plays "Mysticism Abounds" - +4 Wherry levels to Venice, Paris, Hamburg & London; +3 Wherry levels to Barcelona & Genoa; plays "TideRider" on Aleppo - Genoa's C reduced to a token

Mapboard: 1C = City or Dominion Marker, 1 = Token

HAM: C @ Hamburg, Cologne, Nuremberg, Prague, Regensburg, Riga, Stockholm, La Roch & Dusseldorf  
11 @ Strass, Copenhagen & Salzburg

PAR: C @ Paris, St. Malo, Montpellier, Dijon, Strasbourg, Bordeaux &amp; Bruges

BAR: C @ Barcelona, Valencia, Granada, Toledo, Baquet, Lisbon, Seville, Fez, Algiers, West Africa, Tripoli, Tunis & Sicily: 11 @ Toulouse, Palermo, Genoa & Oman

VEN: C @ Venice, Florence, Milan, Dubrovnik, Basel &amp; Rome: 11 @ St. Gall &amp; Bergamo

LON: C @ London, Edinburgh, Portsmouth, York, Chester, Bergen & Waterford: 11 @ Kongsberg & Shetlands

GEN: C @ Genoa, Marseille, Lyons, Avon, Cairo & Naples: 21 @ Cyprus, 11 @ Genoa, Jerusalem, Larnak, Aleppo & Bari

Player Holdings (in Capital Choice order):

VENICE (Burgundist) 64G, 20K, 1K, 60M, 6C

BARCELONA (Craudenstein) 92G, 25K, 50M, 10C, Gal-2

PARIS (McCabe) 66G, 5K, 50M, 7C

GENOVA (Osborn) 88G, 1K, 1K, 50M, 6C, Gal-2

HAMBURG (Copeland) 89G, 3K, 50M, 9C, Gal-4

LONDON (Baldwin) 88G, 3K, 50M, 7C, Gal-4

Advances

V/W

A

LNR

A.J

I

E.N

Orders due next are for Purchase and Expansion phases. Conditional orders and/or general intentions are highly encouraged. Deadline to Mark is 8 May.

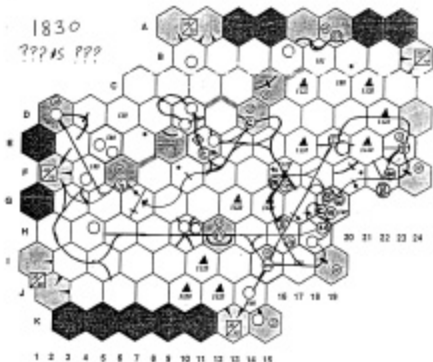


1830  
7777 Is 7777  
One Speaker

?

**Fisher:** Hey, thanks for running a fun game. I guess 4th place isn't bad in the company this game had. It took 3rd and 4th a lot in my PC version too. I have won though, just not very often ok I guess 3 out of better than a hundred times! Maria seems to be an incarnation of a real rubber-hoos, sort of the Wernstange of 1830 to Dura now I'd say. Still it was a lot of fun and you did a great job. Thanks again.

# FINAL RAILNET



## HOUSE RULES FOR MAGICK REACH

### GENERAL:

Unless contradicted below, all Second Edition Basic and Advanced Game Rules are in effect.

### SET UP:

The Gamemaster (GM) shall construct a board according to the Solitaire Rules on Page 59 and shall



provide a map of the board to the players, including the locations of the Inn, House, Chapel, Ghosts, and Guard.

#### FIRST MOVE:

1. Each player shall provide the GM with a Personal History Sheet with his/her character, his/her/its starting location, spells, victory conditions, COLOR data, and first move orders. Characters that draw armor and weapons should prioritize items when they were drawn if multiple sources are available. Personal names, such as *Migra the Pilgrim*, *Captain Krusch*, *Turtle*, or *Harrik* are desired. Short "Pron" "sounded like" are encouraged.

2. The GM will openly report player movement, discoveries, and what have you that would normally be known in a RP game. He will also roll for revealed local monster *Natures* as per Rule 20.2. Secret discoveries, such as what treasure was drawn, what treasure a Native group has, or the revelation of a Vision, will be disclosed only to those normally privy to the information.

#### SUBSEQUENT MOVES:

1. Each player provides orders for Evening of the current Day and for Daylight of the following day. If no combat is involved, this will be simply casting spells and rearranging items for the Evening portion and normal movement orders for the next day.

2. If combat is possible, the player should give contingency orders for all possibilities. This may mean conditional orders for the next day also depending upon whether the character might run away or not a bit (provided he/she/it survives).

3. The GM will execute any combat in accordance with the player's orders. In extraordinary circumstances, the GM has the option to call the player off-set to clarify the situation. The player may refuse the call and roll back him/herself.

4. Late Arrivals/Fresh Ghosts. Late arrivals will be handled as would a Fresh Start (Rule 2.7) and under Rule 2.5 of "Expanding the Border" on p. 39. That is, the new character will have one less victory point required for each complete game week that has been completed. For example, a character entering on Day 7 will need 5 VP while one that enters on Day 8 needs only 4.

5. A player who is NHR will be assumed to have ordered only Hide phases. A second consecutive NHR will result in the character "fading to black" until either the original player returns or an alternate assumes control of the character.

#### ODDS & ENDS:

1. Weather: Always "Clear".

2. Campaign/Vision/Mission data will be drawn at random when they need to appear. Post 6 locations to arbitrate one get one.

3. Trade Phases. The GM will provide a list of items held by the Native Group. The player will decide which to trade for in his evening orders and the trades will be minutely executed then. That is, anything bought that day will be available for combat that night. Please anticipate the character's reaction to "Insult" and "Challenge" results with Neutral (or worse) natives.

4. Search Phases. The second and later Search phases of a set of orders may be conditional on the success or failure of the previous. Example: (S)LOCATE1, (S)LOOT if possible, otherwise LOCATE1, (S)LOOT if possible, otherwise LOCATE1, (S)READ RUMOR if less than 2 treasures left, otherwise LOOT if able, otherwise LOCATE1.

5. Only Optional Rule 1 is in effect since the diplomatic aspects of postal play are usually sparse.

CLOSED: These House Rules may be amended by my simply publishing the proposed amendment and having one player not veto the change. The GM is open to any suggestions that might facilitate play. It's your game, goals and guys; I'm just here to keep it orderly.

1870

## JAMES WEST

CR 10.1

Bank One Best!



**ERRATA:** IC had a \$150 run for EA & B&B, not \$210.

**PLAYER STATUS** P at Certificate Limit of 11—AT&SF shares don't count!

**Zoeke** \$712, 8 FWPPost, 8 BPPPost, 1 SLSP\*  
**Wordsworth** \$1156, 7 SLSPPost, 2 ICVP, 1 CR, 2 BPPVPS\*  
**Betha** \$67, 5 KATY (Pre), 1 IC, 5 BPPVPS, 2 B&P\*  
**Hanna** \$2303, 7 AT&SFPost, 8 GMBOPPost, 1 IC, 3 CBVP, 1 SLSP + Prerogative\*  
**Farrow** \$1302, 6 MRPPost, 6 T&PPost  
**Chissey** \$2156, 5 ICPost, 6 CBPost, 5 AT&SFVPS, 2 KATYVPS\*

## CORPORATION STATUS

Corp	Value	IO Pool	For	Cash	Treas	Shares	Tokens	Dist
MP	C200	0 3	\$90	\$92	5	1	C16, J5, J1	..
GMBOP	E186a	0 2	\$110	\$0	8	0	M20, M16, C16	..
SLSP	E186b	0 1	\$100	\$0	10	0	E12, M13, M17, M22	..
CR	B180	0 0	\$92	\$28	5, 10	1	B07, J5, J11	..
T&P	A180	0 0	\$90	\$281	5	0	J8, J12, J1	..
FW	D120	0 3	\$100	\$127	5	1	J8, F5, J2	..
SP	A120	0 0	\$100	\$238	8	1	N1, J12, M14, J1	..
KATY	F110	0 2	\$90	\$111	5	1	B11, E12, M13, J1	..
IC	F78	0 0	\$70	\$104	58	1	E16, M20, A22	..
AT&SF	F60	0 0	\$90	\$28	5	0	B09, B11, J5, J1	..

## CR 10.1

**MP:** Lay #172 in C18row. Play token in B19-L405. Run A22-B19-C16-B14-J5\* \$52701. Pay dividends (DF +\$952, MP +\$271, price moves to C225.

**GMBOP:** Play #28 in D18row. Run A22-B19-C18-B14-K16-M20-M17-M14 \$53901. Pay dividends (CH +\$254), price climbs to D200b.

**SLSP:** Play #6 in E18row. Run M22\* M20-M17-M13-E12-B11-F5-J3 \$53801. Pay dividends (FW +\$296, FE +\$35, CH +\$38), price jumps to D200b.

**CR:** Lay #7 in B18row. Run A22-C16-B11-F5-J3\* \$53101 & A22-B19-C18-B17-B14-B4-J5-J3\* \$53701. Pay dividends (DC +\$408, CR + \$190, WW +\$90, CD +\$60), price goes to B200.

**T&P:** Run J3-J5-B4-M14-M17\* \$52101. Pay dividends (DF + \$144, WW +\$48, JB +\$48), price moves to A200.

**FW:** Lay #14 in D18row. Run N1-M2-J5-J3-F5-D5-A2\* \$52501. Pay dividends (FE +\$174, FW +\$25), price climbs to D140.

**SP:** Lay #5 in L18row & #57 in L11row-S60s. Play token in C16-L1901. Run A22-B19-C16-B14-M14-M17\* \$52001. Pay dividends (FE +\$180, J8 +\$90, SP +\$30), Price moves to B140.

**KATY:** Run C16-B11-E12-H13-B14-N1\* \$53101. Pay dividends (JB +\$155, KATY +\$91, DC + \$92), price climbs to E120.

**IC:** Lay 45 in L18row. Run C16-B19-A22\* \$52101 & M14-M17-M20-K16-B14-B4-J5-J3 \$52501. Pay





# ADVANCED CIVILIZATION

## ILLYRIAN RESIONS!

### Turns 14.10-15.1 & 15.5



Turn 15

#### 14.10: CALAMITIES

**TREACHERY:** Creta switches Milena from Iberia.

**EARTHQUAKE:** Egypt destroys Siva.

**FAMINE:** Africa loses 30T (has Grains and POTTERY for 4, 1T each from E & W Mesopotamia, Jude, Libya, Samaria, Tripolitania) assigns 7T to Babylon (has Grains & POTTERY for 4, reduces Siva to 3T) & Thera (2T from Campania & Ionia, 1T from Byzantium, Minoa, Tyraa, 6T to Egypt) (400). GM receives 1T @ Gaza and 1T from all 2T areas.

**SLAVE REPEAT:** Babylon releases Ur and Chama.

#### 14.11: PURCHASE

Africa discards Odra. Assyria buys LITERACY (100) for 25 Credits, 20, two Great (21), two Timber (13), Silver (1, 0.84), Papyrus (21, Odra (1). Babylon discards Siva, Salt & Timber. Creta discards Siva. Iberia buys Mytilene (30) and HUSK for seven Papyrus (50) and two Timber (13).

#### 14.12: ALLEN ART: Iberia advances to 1000 BC. Others remain in place.

**NOTE:** Somehow two extra Pappi got into the system. They have been removed.

Turn 15

#### 15.1: TAXATION: Africa collects 140. Iberia collects 90. Thera collects 80. Assyria & Libya collect 60. Babylon collects 51. Egypt collects 41. Creta is due 60, but only has 41 available; Egypt gets to switch a Cretan city.

#### 15.2: POPULATION: Assyria, Egypt, and Iberia fully populated. Thera grows 15, Africa grows 6, Libya grows 4, Babylon grows 1, and Creta grows 0.

#### 15.3: CENSUS:

ILLYRIA:	1660 BC, 34T, 3C, 131, 105 CP
ASSYRIA:	1000 BC, 34T, 3C, 61, 495 CP
BAByLON:	1000 BC, 33T, 3C, 141, 780 CP
Thera:	600 BC, 27T, 4C, 264, 280 CP
IBERIA:	1200 BC, 26T, 8C, 141, 140 CP
AFRICA:	600 BC, 23T, 7C, 241, 480 CP
CRETE:	600 BC, 19T, 2C, 181, 175 CP
- IDOSP:	1000 BC, 18T, 3C, 131, 320 CP

Due next time are Egypt's choice of city to take and everyone's orders for Phases 15.2 through the buying gold in 15.5. I hope we get a replacement for Libya, but if not, Rule 15.6 will be applied.

#### THE ROAD | 15.1 Before Cretan Revolt

**AFRICA (Mino):** C @ Carthage, Creta, Corfu, Cyrene, Palermo, Thapsus, Tripoli, 10 @ Cyrenaca, 10 @ Suda, 3T @ Cyrenaca, 2T @ Balerna, Salsola; 1T @ E Mesopotamia, Jude, Libya, New Africa, Numidia, Samaria, Tarentum, Tripolitania, Tyraa, W Mesopotamia. **POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING, AGRICULTURE, MUSIC, Grains.**

**ASSYRIA (Deb Oshoroch):** C @ Antioch, Media, Salsola. 15 @ Antioch, 2T @ Cyprus, Salsola, Yaa; 1T @ Aranda, Bithynia, Cappadocia, Cilicia, Galatia, Kuthan, Lyca, Mikop, Nakhia, Ninawa, Phrygia. **MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT, LITERACY.**

**BAByLON (Wenderson):** C @ Aleppo, Babylon, Carthage, Petra, Salsola, 4T @ Babylon, 3T @ Chama, Salsola, Suda, Syria, 10 2T @ Chabana, Damascus, Mesopotamia, Parthia; 1T @ Arabia, Bari, Median, Phoenicia, Tyre. **COENAGE, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY, MINING, ARCHITECTURE, MUSIC, Grains.**

**BARBARIANS (Nuts):** 2T @ Damascus.

**CRETE (Haywax):** C @ Rhodes, Miletus, Sparta; 2T @ Oaxa, Dalmanis, Dolphi, Naumach; 1T @ Athens, Argos, Corinth, Decubia, Epauri, Eretria, Erythrae, Marmarone, Patmos, Patmosia, Thessaly, Thessae. **METALWORKING, MYSTICISM, POTTERY.**

**EGYPT (Flaghoof):** C @ Alexandria, Bubon; 1T @ Fayum, Jerusalem, Philensis, Sinai, Tadm, Thebes, U Egypt, W Desert. **MYSTICISM, METALWORKING, ASTRONOMY, AGRICULTURE.**

**IBERIA (Flarech):** C @ Ankara, Gordium, Hanesi, New Carthago, Sacchata; 2S @ Bardida; 1S @ New Carthago; 2T @ Etrana, Masella, Nacia, Pyreneae; 1T @ Hispania, Iberia, Lugdunum, Lusitania, Tarracorens. **CLOTHMAKING, POTTERY, MYSTICISM, MUSIC.**

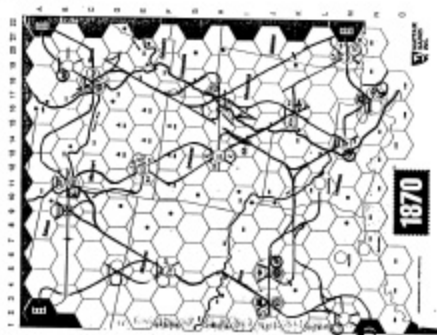
**ELITEA (Blyden):** C @ Appollina, Hlaca, Koen; 2T @ Germany; 3T @ Belgica, L Germany, Pannonia, Sabinum; 2T @ Aquitania, Londinium; 1T @ Britannia, Caesarea, Gaul, Myrinas, Neapola, Nisarda, Rhine, Sabinum, U Germany. **DRAMA & POETRY, POTTERY.**

**THRACE (Zinket):** C @ Sardis, Thera, Thessalonica, Troy; 1S @ Compensia, Lemnos; 2T @ Byzantium, Naxos, Thera; 1T @ Cyrene, Oaxa, Decubia, Iusta, Locris, Locris, Naxos, Naxos, Tyne. **DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING.**

#### FROM:

Babylon—Mike Jagger announced the founding of the Bridges to Babylon alliance. It will take about 3000 years to make, but it will be worth the effort, and, yes, Keith Richards will still be alive then, and still still be part of the band. As a result of this Babylon loan any points for **MUSIC** for the rest of the turn.

#### YOUR CARDS ARE:





# MAGIC REALM

Sir Q. Bartered by David  
Conner CC. Roadside Cafe On Spindell



## THE CAST:

**Dave Anderson:** Buster for Bessie  
**John Butts:** Roadside Innkeeper the Amazon  
**Don Chisney:** Wanderer the Pilgrim  
**Pet Coadhead:** Fern CrystalLight the optional Woods Girl  
**Don Farrow:** Sir Quier the White Knight  
**TJ Klever:** Old Bat the Witch with DC her Familiar  
**Phil McCabe:** Conner the Dwarf  
**Debbie Osborne:** Xyla the optional Woods Girl

## DAY 2

COONSTER ROLL = 2

Wanderer casts "Shield Blessing" using MAGIC HP and White Iron Chapel (S, I = Visions of the Road) and again using MAGIC HP (S, I = Strength).

Sir Quier (pronounced co-quer) squares off against the three bats. He takes aim at Batford, and ignores Batfrey and Batfide. Meanwhile, Xyla takes aim at Batfide from ambush. Buster and the boys make noise side bats. Sir Q swings HS, Xyla shoots smash LS (roll 2 = +1 level) = HS. Batfide smashes/ducks M2/2. Batford thrusts/charges M2/2. Batfrey swings M2/HS. Bats wound Sir Q, but neither character kills. Xyla misses hidden H1. Sir Q wounds FIGHT HS\*, MOVE HS, FIGHT TS\*. Sir Q's sword and Xyla's bow become alerted.

Sir Q again turns the three bats. He again swings HS at Batford while not moving. Xyla shoots L\*1 at Batfide (S = no change) = HS. Batford thrusts/charges M2/2. Batfrey swings/dodges HS/2. Xyla's bolt catches Batfide square in the heart, and Batfide will rise no more. Sir Q's sword remains alerted. Xyla's bow becomes unalerted. Sir Q wounds MOVE TS\* and MOVE HS\*.

Sir Q now faces two bats. They begin their attack glide on him when out of the underbrush burst Buster and his 3 Rogues! Sir Q swings HS at Batford; Buster thrusts HP\* at Batford, and Ralph smashes HS\* at Batford. Batford smashes in thrust/charge M2/2 and is slowed by Buster's great axe. Meanwhile Batfrey is smash/duck M2/3 but runs into Roger thrusting HS\*, Ralph swinging HS\*, and Xyla shoots smash L11 = add 2 levels = 10 and misses hidden H1, and Batfrey is shot down. Xyla scores 9 F&N and Buster scores 3 F&N.

## DAY 3

COONSTER ROLL = 5

**Conner** @ DW2: H DW3, SLow: 5.2 = rd; reveal Stock M, Lost Castle 1, Row 5, Row 6, Pater 5.

**Lar 3, Flutter 2:** H, spiders appear at DW3 and blocks him. Another appears at DW5.

**Roadside Innkeeper** @ DW5: HS.2 = rd; blocked by spider; second spider joins first.

**DC** @ DW3: M DW3, M DW5, M DW6, M DW6, 3F&N: 4.1 = xl

**Old Bat** @ BV1: HS.5 = y1, M DV4, M DW2, M DW3.

**Sir Quier** @ DW5: M EV2, M EV5, HS.2 = xl, HS.3 = y1.

**Xyla** @ DW5: HS1 = y1, M DW4, M DW5, SLow: 4 = Find Hoard1.

**Buster w/** RS-7 @ DW5: HS.6 = rd, M DW5, M DW6, SLow: 4.8 = rd.

**Fern CrystalLight** @ DW3: HS2 = y1, SLow: 6 = rd, SLow: 6 = xl, S&Hed: 5 = Cured = 4.4 = 10  
Heads.

**Wanderer** @ Chapel (EV5): RMAGIC HP, RMAGIC HP: HS.2 = xl, HS.3 = xl.

**COMBAT:** Roadside & Conner must fight 2 spiders. Old Bat and Fern can join in. Xyla could ambush Buster and his thugs.

Due next time, Combat and Spells for Day 3 and orders for Day 4.

---Continued on p 11



# DUNE

The Card Game



**ATHEIDES** (Palmer): A well deserved win if I say so myself though it was sorta in the back door with the NHR and all but I think I was going to win the battle anyway. Playing the Atreides was really fun and I want to say thanks to my ally the Guild, he helped out when needed and managed to resolve an ally trouble a certain Arabian backstabbing... I put this, my third game by mail, reinforced my thoughts that this game demands an opponent and ally to get in a position to try and win. And the game was fun even though most of the players were very non-cooperative. Signs me up for Dune again, I'll re-read the 6-player article in my GENERAL and let you know if I think its workable. Again thanks to all who played and thank you, Paul, for running a great game.

**EMPEROR** (Calhoun): May your knives clip and shatter!

**GIM**: As recently as last turn, I really thought this was going to go the length and Kevin (Guild) would get the default victory. But Ron (Atreides) saw the opportunity and tried to seize it - control, and succeeded the second time. While it certainly didn't hurt that Ward did was NHR, Ron had all the bases covered. The crucial factors in the game were the non-play by John (Harkonnen), Ward, and Debbie (Imperial). Their NMRs meant that the AG alliance was effectively only opposed by the Frimmers, who consequently got hammered, especially since G needed to keep them out of Stretch 10 to get the default conditions. When Harkonnen's "wield" the "Weather Control" and "Furiously Atreides" card from the Guild, I thought things would get no-r-o-y interesting, since, as all those and 2nd Reich players know, "The desert can be more powerful than the emperor". He almost used them in Turn 13, but Ron took Caithing and thwarted the plan.

We have Coordinators, Wilson, Palmer, Anderson and Brundage if we need him signed up, as well I mean. Send your faction and optional rules preferences and we may be able to get started next time. Perhaps T.J. :-

## VOTABLE OPTIONS

1. 16 or less players: Alliance can only win with 4 or more strongholds.
2. DUEL module.
3. In, BT, and Landed playable.
4. Treachery cards from SPACE HARKNESS used automatic in 6+ player game.
5. New Treachery cards from latest GENERAL included.
6. These New Treachery cards snifled out on the Net by Kosta Wilson:

**Weather Season:** Play any time, look at the weather counter selected by the Frimmers. Frimmers can discard this or reveal and pay Guild 3 spice to remove it from the game.

**Straggler:** Play just before bidding round. Take spice from one player equal to # of desert territories you occupy. BG tokens stacked with others don't count. If the victim doesn't have enough, he pays what he has and can play CHIAM charity (and keeps the charity).

**Tooop Carrier:** Played during your movement. Allows an extra shipment must be paid for. Kamana can wing out of two shipments, but not both.

**Dust Chasma:** Play just after spice blow. Prohibits movement into or through the spice blow territory for the rest of the game. Tokens there are destroyed. Spice is not affected. Frimmer tokens are not destroyed, but must leave immediately. Can't play if worms is revealed.

**Julen of Ephra:** Played after opponent has chosen battle cards. You may look at all cards remaining in opponent's hand.

**Imperial Conditioning:** Played just before battle plans are formulated. Prohibits your leader from turning traitor for that battle only.

**Break Imperial Conditioning:** Negates previous card - may only be played by opponent.

**Wielding Wap:** Play before a battle. Causes opponent to lose double the tokens he would ordinarily lose. Must be played before any part of combat (move, possession, etc.).

# Settlers of Catan

Set Up Pt 2

## THE CREW

David Anderson

Dan Chisney

Debbie Osborne

Kurt Wilson



## INITIAL SET UP:

ANDERSON: Settlement @d5/e4/e5, Road @d5/e4

CHISNEY: Settlement @c2/c5/d3, Road @c2/c3

OSBORNE: Settlement @e4/e3/e5, Road @e5/e6

WILSON: Settlement @c3/e4/d4, Road @c3/d4

WILSON: Settlement @e2/e5/d2, Road @e2/e3, collect wood, grain & lumber

OSBORNE: Settlement @e4/d3/d4, Road @d3/d4, collect wood & 2 lumber

CHISNEY: Settlement @d2/d3/c3, Road @d2/c3, collect wood, grain & brick

ANDERSON: Settlement @d3/d4/e3, Road @d3/e3, collect lumber, grain, ore

## TURNS 1-2-1 Rule:

Anderson: 10 Chisney: 6 Osborne: 7 Wilson: 4 Anderson: 9

Don't roll any dice yet for Turns 1-2-1. These should include your trade deadlines and you'll do it if a trade is made. Note that the Rubber will be active, so you may want to make conditional orders based on whether or not it is inflicted upon you.

## LEGEND:

? grain 2:1 port

C/c hill hex / brick special port

F/T forest hex / lumber special port

M/w mountain hex / stone special port

R rubber

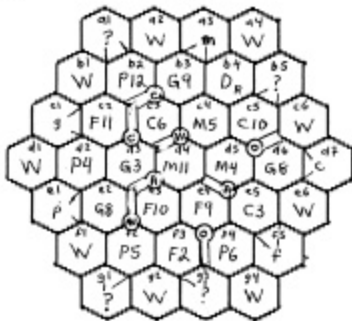
# dice number

D desert hex

G/g grain hex / grain special port

P/p pasture hex / wool special port

W water tile







# The Hunt

*Furrow Easily Wins 1st Chase!!*



**THE HUNT** is a word game inspired by Jessica Lipton's book, "An Exaltation of Larks", where we propose a noun and the players are asked to propose a collective noun to it, such as "flock" for "sheep" or "pride" for "lion". Boris and Ma Na will rank each entry for each word and the best score will be the winner. Each word is a possible 1 point, but the point will be split if either more than one player suggests the word or two or more words are ranked equally. The first player to score 10 points wins three free tasses of this mug. **THE HUNT** is run in Chases or rounds. We report the first Chase of the 14th Hunt and begin the 2nd Chase of the 15th Hunt. Goodbye, to the Hunt!

## CHASE 1:

1. Expenses	embarrassment, polio <i>L</i> , Nfl, penguin, pompous, warren <i>EL</i> , white <i>L</i>
2. Kings	castle <i>M</i> , clockwise <i>EL</i> , dynasty <i>EL</i> , hand, maker, staff <i>L</i> , throne <i>?</i>
3. Princes	charm <i>EL</i> , leader <i>N</i> , peace, pride, pretension <i>?</i> , purple rain, small, walk
4. Dukes	clutch, fat <i>EL</i> , fellow, forth <i>EL</i> , trust <i>EL</i> , yachman <i>EM</i> , wayne
5. Barons	bray, slippery, search <i>EL</i> , plotting <i>EL</i> , rail <i>EL</i> , truth <i>L</i> , sea Thapae, snow
6. Earls	duke, James Jones, master, post <i>?</i> , WD 40, Wilson <i>EL</i>
7. Marquises	de Rade, change <i>EL</i> , foot, sufficient <i>EL</i> , scrolling <i>?</i> , theatre
8. Counts	bloodsucker, compulsion, conversation, moment <i>N</i> , oval <i>EL</i> , numbering <i>?</i> , ring
9. Viscounts	arm, discount, master <i>N</i> , Monty <i>EL</i> , via-a-via, visually, wheelchair <i>?</i>
10. Lords	Rouard <i>EN</i> , soup <i>?</i> , majesty, prayer, reign

**Legend:** B = Boris's suggestions, L = Lipton's suggestion, N = Ma Na's suggestion, # = multiple entries, \* = sole winner, @ = tied for 1st, + = vote

## Notes:

Kings: Lipton credits this to Mark Twain in *Two Jaegers Ahead*

**CHASE 1 Score:** Furrow 4.50, Crawdigger 2.00, Anderson 1.00, Zimmerman 0.00, Fisher 0.00

## HUNT 5, CHASE 2: (Throne Proposal)

1. presents	2. lockys	3. slaves	4. work	5. drudges
6. castle	7. pinbeys	8. rulers	9. acacia	10. wallflower

## STELLAR CONQUEST

JTK: Mistake I'm missing votes from an e-mailer, so hopefully we'll have Tass 27 results shortly. Will: Might have replacement, am pleading with original players.

Tass: Adding Tass 13 result and any amendment to scores for Tass 14-16.

## ON DECK

**IRIS:** Deske, Hanna, Crandallier, Butts, Frush, Farrow (56) need 0-2 more & agreement which

**ADY CRY:** McCabe, Crandallier, Osborne, Rhoads, need 4 more

**AIR BARON:** Copeland, Crandallier, Osborne

**CIRCUS IMPERUM:** Crandallier

**CIRCUS MAXIMUS:**

**Tourney:** Anderson, Crandallier, Fisher, need 5 more

**CONQUESTADOR:** Copeland, Crandallier

**DIPLOMACY:**

**Regular:** Anderson, need 6 more

**Colonial:** McCabe, Anderson, Bogart, Sandbrook(?) need 3 or 4 more

**DUNE:** K Wilson, Anderson, Crandallier, Fisher, Saunders(?) need 3-5 more

**GLADIATOR (Bloodbath):** Crandallier, need 5 more

**GEMBLINGER:** Anderson, Crandallier, need 5 more

**HISTORY OF THE WORLD:** Anderson, Del Delano, Deske, Crandallier, K Wilson, Rhoads

**KAMAZURA:** Crandallier

**KROENIG:** Fisher, K Wilson, Butts, Crandallier, need 2 more

**MAJARAHA:** Crandallier, K Wilson, Rhoads, need 1 more

**MERCHANT OF VENUS:** Osborne, Butts, Chansery, K Wilson, need 2 more

**RUSSIAN CIVIL WAR:** Crandallier, K Wilson(?)

**SETTLERS OF CATAM:** Farrow, Rhoads, Deske

**SLAVEITON:** Deske, Osborne, Chansery, need 2 to 3 more

**TITAN:** Crandallier, Rhoads, Anderson, J Bagradier, need 2 more

**OTHER POSSIBILITIES:** Balkan Wars DIP, BRITANNIA, Everybody plays Chess, JUNTA, MACHIAVELLI, PLANET MINERS

## I-NET

A. & J. Bagradier: abagrad@star9816.com

F. & M. Belduc: fmbelduc@aol.com

F. Bogart: pbogart@earthlink.com

J. Bryden: bryden@cs.ualgary.ca

J. Butts: jbutts@compuserve.com

D. Chansery: wuzd@aol.com

F. Crandallier: pfranc@compuserve.com

D. Farrow: daff@jku.net

R. Fisher: rfisher@usa.net

W. Frush: wfrush@aol.com

M. Frush: 70613.2331@compuserve.com

J. Frying: jfrying@juno.com

C. Hanna: cch@usa.com every mtd

C. Hasker: 70514.37@compuserve.com

L. Kessler: lkessler@b.com

M. Martineau: mmart@b.com

J. McQuinn: jmcquinn@delphi.com

F. McCabe: fmcab@attworld.net (Exp 14E)

W. Nach: wnach@belduc.com

F. Neat: dr1000@aol.com

L. Rhoads: lrhoads@tutemail.com

M. Quist: qm@mcrcity.com

F. Saunders: saunders@tutemail.net

J. & R. Shackles: jrshackles@aol.com

K. Webb: webb@laser.net/wrip.org (Exp 0E)

K. Wilson: ckwtan@aol.com

W. Wondrasch: wvch@ix.netcom.com

A. York: ayork@compuserve.com (Exp 3E)

P. Zoske: pzskop@boudier.com

## OUR SUBSCRIBERS

David Anderson, 915 Williamsbury Rd, Apt 143, Waterford, MI 48025; (248) 735-1849  
 Alan & Jason Bagge, 2124 Greenwood, Madison, Wisconsin 53405; (713) 239-0823  
 John Boardman, 204 East 19th St, Brooklyn, NY 11238-0892  
 Peter Bayson, 750 Oak St, Haverly, CA 95940; (408) 606-0238  
 John M Bryden, 2440 Sowerby Crst, S.W., Calgary, AB T2C 2M2, Canada; (403) 246-2507  
 John Butira, 339 North, Neshank, WI 54856; (414) 728-7238  
 Don Charney, 3006 Flatbush Place, Asheville, NC 28906; (704) 665-7853  
 Rich Cepeland, 1886 Meyers STN Rd, Odessa, MD 21113-2347; (301) 261-0230  
 Pat Coatsworth, 7 Franklin St #5, Brookline, MA 02416; (617) 7734-8315  
 Daniel Farrow IV, 18 W Felton Ave, Ridley Park, PA 19078; (215) 5021-8701  
 Rex Fisher, 210 Monmouth Dr, Wilmington, NC 28412; (910) 395-8338  
 Wade L. Fortin, 1127 Longbrook Rd, Lathropville, MD 21095-0387; (410) 826-8753  
 Mark Fruth, 1128 Olympus, Naperville, IL 60540; (708) 387-7780  
 Jim Frydag, 5444 Biscuit Ave SE, Renton, WA 98056; (206) 261-2756  
 Seth Guntz, 41-08 Christine Ct, Fair Lawn, NJ 07410; (201) 791-5599  
 Chuck Hanna, 370 W 9th Ct, Revenue Park, MD 21146-3912; (410) 544-3077  
 Chris Hassler, 881 Canada Circle, La Habra, CA 90631; (714) 773-0940  
 Lee Hessler, Jr., 1508 Pilgrim Lane, Quakertown, PA 18951  
 TJ Klemmke, 1807 E Mariah Way, FtW, FL 32847; (888) 314-9433  
 Eddie LaFoge, 2602 W Jackson St, Apt 3, Tupelo, MS 38864  
 Michael Lowery, 4332 Water Oak Rd, Charlotte, NC 28211; (704) 368-2311  
 Philip McCabe, 1937 Oakland Ave, Sheboygan, WI 53081; (920) 458-6982  
 Jackie McGuire, 1619 Shroyer Rd, Dayton, OH 45419; (513) 295-9538  
 Matt McGowan, 3840 N Santa Monica Blvd, Milwaukee, WI 53217; (414) 322-0423  
 Wayne Morrison, PCS 1206, Box R-105, APO AE 06609-0106  
 Ward Nafis, 2241 Front St, Cuyahoga Falls, OH 44223; (216) 823-0738  
 Philip Nair, 4018 Rhine Dr, St Louis, MO 63033; (314) 839-9906  
 Dan Osborne, 4028 Longview Ave, Lincoln Park, MI 48146  
 Debbie Osborn, 18619 Middlebelt Rd, Suite 101, Livonia, MI 48152; (313) 383-4994  
 Michael Quist, 2475 Irving Ave #24, Minneapolis, MN 55406; (612) 922-4497  
 J. Ringhafer, #12, Box 574, Pounding Mill, VA 24637; (540) 995-5479  
 Paul Saunders, 124 Hopeland Lane, Sterling, VA 20154; (703) 4406-4157  
 Jack & Rose Shucklett, 385 Holden-Brown Rd, Vine Grove, KY 40174; (502) 828-8281  
 Conrad von Metzke, 4374 Donald Ave, San Diego, CA 92117  
 Brad Wilson, 123 N 3rd St, 3rd Floor, Easton, PA 18042; (610) 823-6610  
 Kevin Wilson, 273 Gamford Dr, Dalton, MA 01922; (414) 261-6865  
 Bill Wardenman, 541 Canyon Trail, Carol Stream, IL 60606-1264; (708) 665-8334  
 Andrew York, PO Box 2307, Universal City, TX 78148; (214) 658-8086  
 Paul Zoske, 2691 Sheran Lane, Glenview, IL 60025; (847) 496-0237  
 Roger Zimmermann, 1738 Eaker Rd, Harley, WI 54440

\*\*\*\*\*  
 DEADLINE FOR NEXT GAMES IS 1200 CENTRAL TIME 9 MAY 98  
 \*\*\*\*\*

### The Bottom Line

This is **BORG: THE SPIDER**, a 'zine dedicated to the play of multiplayer games. **BORG** is published the first or second Sunday of the month by Paul & Meg Bollen, 203 Devon Ct, Ft Walton Beach, FL 32547-3010 and currently has a subscription price of \$15.50 for 12 issues in hardcopy (\$12 in Canada, and \$10 overseas) or \$1 by E-mail. A hardcopy sub will also include an E-mail sub. Make checks payable to "Paul & Meg Bollen". **BORG** can be reached at (850) 883-9081, or [PRBOLBOC@AOL.COM](mailto:PRBOLBOC@AOL.COM). If phoning, expect to be greeted by an answering machine. If we're here, we engaged in an epic computer battle or muddled in baseball or old-time TV, and recognize your role you may get to talk to a real human, so don't hang up upon hearing the M's recorded message.

# **BORIS THE SPIDER**

c/o 283 Devon Ct  
FtR, FL 32547-5110

## **TABLE OF CONTENTS**

### **Addresses**

ADVANCED CIVILIZATION

pp 18-19  
pp 12-13

AGE OF RENAISSANCE

"Rats For Sale"

p 6

"What Inquisition?"

p 7

CIRCUS MAXIMUS

p 5

DIPLOMACY:

"Boris XI"

p 2

"Boris XII"

p 3

BALKAN WARS

p 4

DUNE

p 15

1830

pp 8

1870

pp 10-11, 13

The Hunt

p 17

MAGIC REALM

pp 14, 11

Horse Races

pp 8-9

On Deck

p 18

SETTLERS OF CATAN

p 16

STELLAR CONQUEST

p 17

**FIRST CLASS MAIL**